
IPM 10/11 – P1

Introduction to Java

Licenciatura em Ciência de Computadores

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Summary

- Introduction to Java
 - Why Java?
 - Characteristics
 - Syntax
 - Eclipse IDE

Why Java?

- We have been studying Human-Machine Interaction.
- We have talked about the design triangle:
 - Objective, Technology, User
- But how do we test our solution?
 - We need technology.
 - Java is simple. (although we could also have chosen other languages...)

Our course and Java

- Tutorials will involve programming in Java.
- More specifically with:
 - Java AWT
 - Java Swing
- Why?
 - Easy.
 - Close to other languages you have learned (C).
 - Simple libraries for graphical user interfaces.
- How?
 - We will use the Eclipse IDE.

Generic characteristics of Java - I

- **The nice stuff**
 - Abstract machine (runs on every OS).
 - Memory management.
 - Object-oriented.
 - Vast API
- **Simple Graphic libraries.**
 - AWT
 - Swing

Generic characteristics of Java - II

- **The not so nice stuff**
 - API instability.
 - API complexity (sometimes...).
 - Low efficiency
 - Half as fast as C
- **Some references:**
 - Tutoriais e FAQs da Sun
<http://java.sun.com/docs/books/tutorial/>
 - Java Linux <http://www.blackdown.org/java-linux.html>

Basic syntax

- **Similarity with C/C++:**
 - Instructions syntax
 - Variable declarations
 - Expressions
 - Explicit conversions (type casting)
- **Specific characteristics:**
 - Exclusively object-oriented
 - All code is inside a *class*.
 - Everything is an *object*.
 - Exception: Intrinsic data types (real numbers, booleans and characters).
 - Memory management
 - Garbage collection

More syntax

- The *main* ‘function’ executes the program.
- Instructions end with “;”
- A *class* is equivalent to a *C module*.
- The delimiters for comments are:
 - /* and */
 - // until the end of the line.

Hello World in Java

```
/*  
    Hello World in Java  
*/  
class ola  
{  
    public static void main(String[] arg)  
        { // let's write "hello World"  
            System.out.println("hello World");  
        }  
}
```

Variables, expressions and control

- Variables are declared and used like in C
- Expressions like in C except:
 - *Operator* + is overloaded.
- Execution control resembles C (boolean tests)
- Initial parameters are an Array of Strings

```
// ECHO in java
class echo
{
    public static void main(String[] arg)
    {
        int i;
        for(i=0; i<arg.length; i++)
            System.out.print(arg[i]+" ");
        System.out.println("");
    }
}
```

Methods

- Sub-routines are used just like in C.
- They are called **Methods**, and are inside classes.
- Need to declare types for arguments and return value.

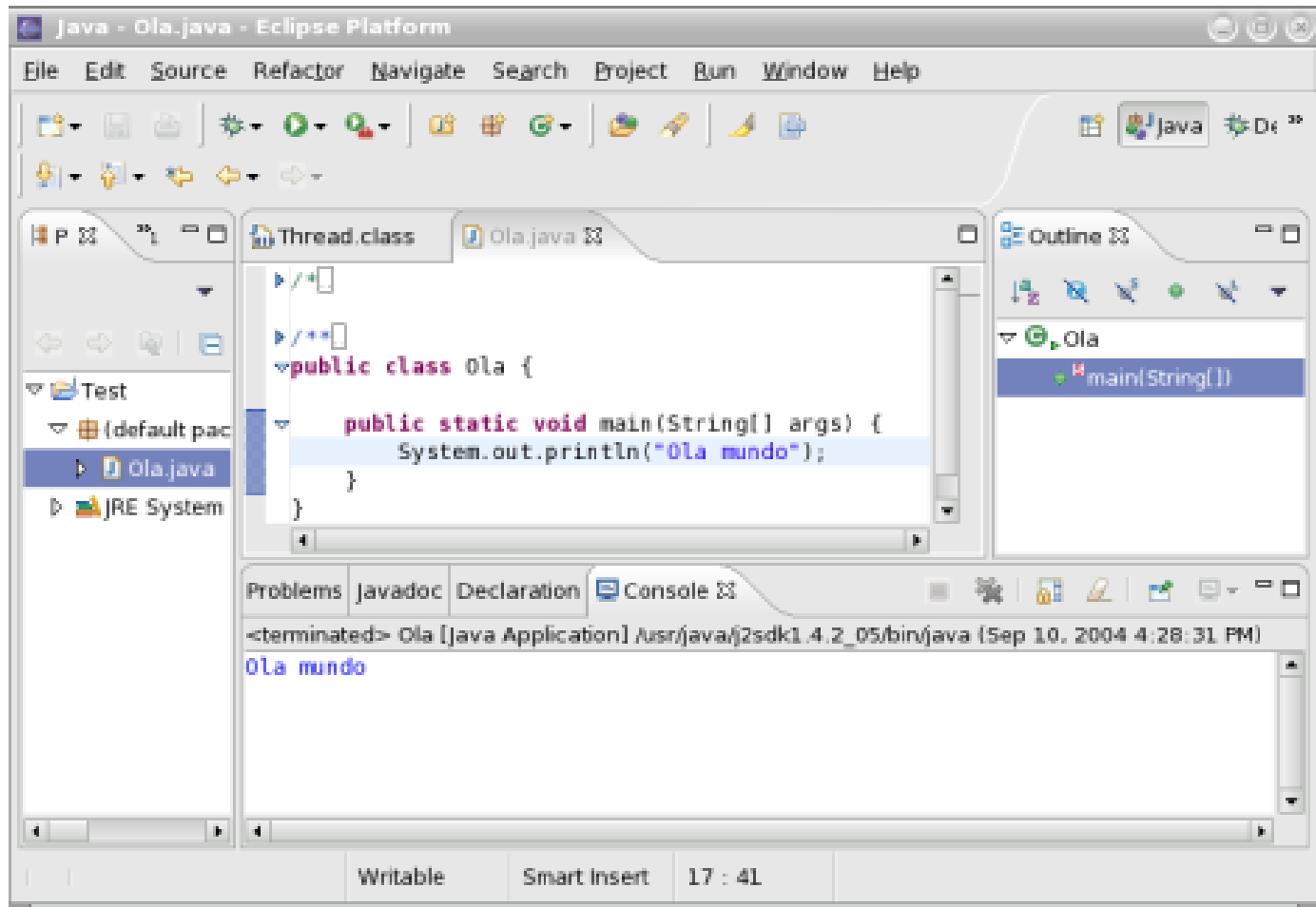
```
// Factorial
class fact {
    public static void main (String args[])
    {
        int n;
        System.out.println("n\t n!");
        for(n=0; n<10; n++)
            System.out.println(n+"\t"+fact(n));
    }

    int fact(int n)
    {
        if(n==0) return 1;
        else return n*fact(n-1);
    }
}
```

Java IDE

- Now that you are an expert in Java
 - How do we program with it?
- We could use command-line compiling
 - But we are not going to...
- We will use an **Integrated Development Environment (IDE)**.
 - Easier to edit code, easier to execute and debug, easier to get help... **Easier!**
 - This is not a programming course! We are interested in HCI.

Eclipse IDE



What are we missing?

- *What are Objects?*
 - Referencing
 - Visibility
- *What are Classes?*
 - Extensions
 - Interfaces
- *Graphic Toolkits*
 - AWT
 - Swing

Resources

1. Developer Resources for Java Technology

<http://java.sun.com/>

2. Essentials of the Java programming language

<http://java.sun.com/developer/onlineTraining/Programming/BasicJava1/>